
Subject: Making spawned GDI/NOD Player spawners work

Posted by [F1AScroll](#) on Tue, 10 Mar 2009 20:07:41 GMT

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I heard that when GDI/NOD Player spawns are created dynamically, they don't work. Is this true?
If so, can you fix it?

Subject: Re: Making spawned GDI/NOD Player spawners work

Posted by [a000clown](#) on Wed, 11 Mar 2009 00:11:41 GMT

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Just curious, but why don't you confirm if it works or not before reporting it?
It would waste a lot of the developers' time if people started reporting everything "they heard" with a lot of those reports turning out to be false...

I just tested this by creating a bunch of Nod spawners all over the map with:
Commands->Create_Object("NOD Spawner",position);
and it worked properly. Nothing to fix

Subject: Re: Making spawned GDI/NOD Player spawners work

Posted by [F1AScroll](#) on Wed, 11 Mar 2009 01:03:29 GMT

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a000clown wrote on Tue, 10 March 2009 20:11 Just curious, but why don't you confirm if it works or not before reporting it?

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I haven't really gotten a lot done on my mod yet. I don't even know how to use Commands->. How would I use that script? Or is that a serverside mod such as SSGM? Sorry, I'm a newbie.
